

Atelier Ayesha

The Alchemist of Dusk

Plus



Instruction Manual

For those interested in completing our product survey, please access the below URL:
<http://www.koeitecmoamerica.com/survey/atelier-ayesha-p/>

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WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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※ All the screenshots are still under development. They are subject to change without further notice.

Story

Another period of dusk begins, in a region of the world where people are beginning to live humble lives once again...
This land lacks a unified system of government, yet people live together hand in hand.

There, in an isolated workshop, lives a girl who earns her living by making medicine. This girl's name is Ayesha.
In happier times, she lived with her grandfather and her younger sister, but years ago her grandfather passed away, and her sister went missing shortly thereafter. Ayesha was left with only her pet cow and her solitude.

After her sister's disappearance, Ayesha fell into despair, but was given help by a traveling merchant who previously did business with her grandfather. She was able to find a new purpose in life and get back on her feet.
Slowly, the painful memories of losing her family began to fade...

One day, Ayesha goes to a ruin near her workshop to gather ingredients for her medicine...
But on that day, she catches a glimpse of the younger sister who had gone missing years ago.
Learning that her sister is still alive somewhere, Ayesha immediately decides to go on a journey to search for her.
She has no clues or leads, nor does she know what it is she has to do...
Still, she believes that she can reunite with her sister somewhere in this world...

Characters

A girl who lives alone in an isolated workshop. She makes her living by gathering medicinal herbs and rare plants to make medicine. She learns that her younger sister, who went missing a few years back, is still alive, and decides to journey throughout the land of dusk to search for her.



Ayesha Altugle

Regina Kurtis

She explores ruins, digging up ancient relics from ages past and selling them to make her living. She has a large family, and possibly because she looked after many of her siblings, she has a meddlesome personality. She imposes this aspect of her character on Ayesha, as well.



An alchemist who examines ruins, searching for ancient knowledge. He usually maintains the cool and collected image of a calm, middle-aged gentleman, but sometimes acts recklessly in the pursuit of knowledge. This has earned him a bad reputation among some people.



Keithgriff Hazeldine

Wilbell Voll-Ersleid

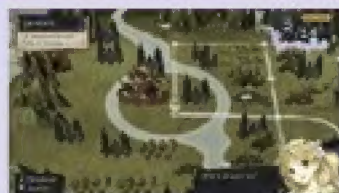
Coming from a family of witches, she is used to having magical powers at her command. She possesses a shrewd personality with a "youngest sibling" temperament. She may seem arrogant, possibly because of her age, and her magical skills still need some practice, but she possesses plenty of knowledge.

Socially awkward, he makes his living by hunting beasts. Following the traditions of his family, he continues to train himself so that one day he can defeat an ancient dragon and wear its scales as a full-fledged huntsman. He also has a sister around Ayesha's age.

Juris Gruden

Game Controls

World Screen



directional buttons : Select Destination
⊗ button : Confirm
△ button : Main menu
L button : Display Notebook
R button : System



Battle Screen



directional buttons : Select Category
⊗ button : Confirm
⊙ button : Cancel
△/□ button : Activate AC
L/R button : Switch AC Character



Menu Screen



directional buttons : Select Category
⊗ button : Confirm
⊙ button : Cancel



Field Screen



left stick : Move
⊗ button : Analyze
⊙ button : Jump
△ button : Menu
L button : Display Notebook
R button : Map Movement



Starting the Game

TITLE

After the opening movie, press the START button from the Title Screen to display the list of categories below. You can skip the opening movie by pressing the START button.

New Game: Start a new game from the beginning.
You can choose between Normal or Hard.

Load Game: Start the game from where you left off.

Dressing Room: Change outfit (p.28).

Extra: View new content unlocked as you progress through the game.

Options: Adjust game settings, volume, etc.

✳ There are some categories that will appear as you progress through the game.



SAVE/LOAD



You can save your save data (Save) or load game data (Load) by accessing the journal at the workshop or pressing the R button from the World Map.

Saving game data will require at least 1000KB of free space on your PlayStation®Vita memory card.

Main Menu



Menu

Character Information

Press the button to bring up this menu. You can view information about each character, as well as select commands to bring up different menus.

CONTAINER

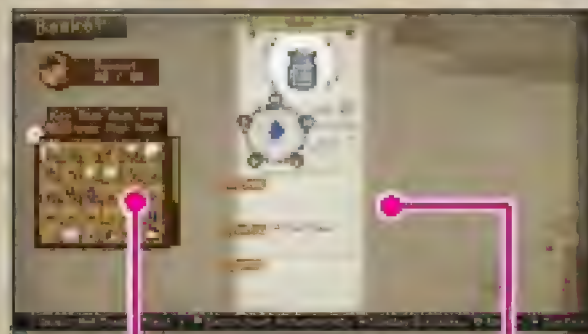


Items Possessed

Item Info

The Container can only be accessed within a town with a base, but it can hold more items than the Basket. Selecting an item name will let you check the item's information. After selecting an item, the controls work the same as the Basket (p.13).

BASKET



Here you can view the items currently in your possession. You can also use or equip items.

Items Possessed

Item Info

△ button	Display Sub-Menu
□ button	Change Pages

Sub Menu

To Container: Move several items to the Container in one batch (p.12).

Discard: Discard several items in one batch.

Sort: Change how the items are sorted.

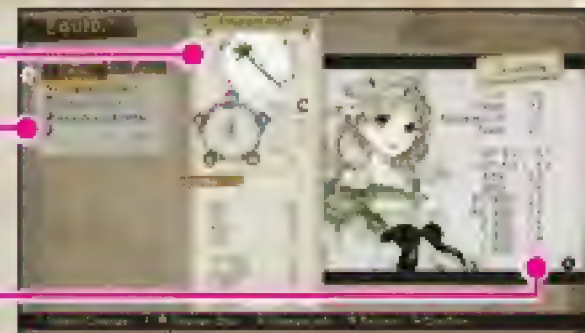
Specify: Display only the items that meet specific conditions.

EQUIPMENT

Equipment Info

Current Equipment

Stats



directional buttons	Select Parts
⊗ button	Confirm Equipment
L/R button	Switch Characters

Change the equipment of your party members.

Weapon: Raises your ATK.

Accessory: Raises various stats.
Some provide special effects.

Adv. Equip: Equipment that will be helpful on your journey, exclusive to Ayesha. (This will not affect her stats.)

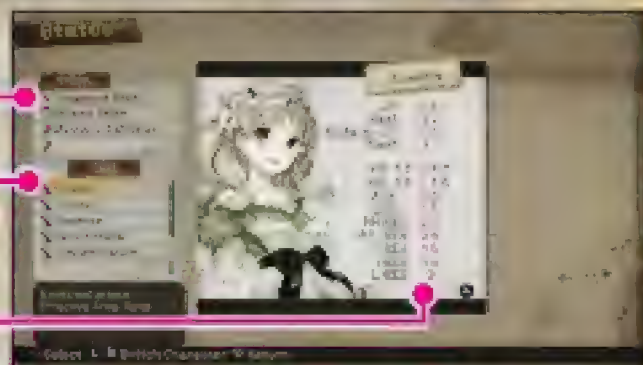
STATUS

NOTEBOOK

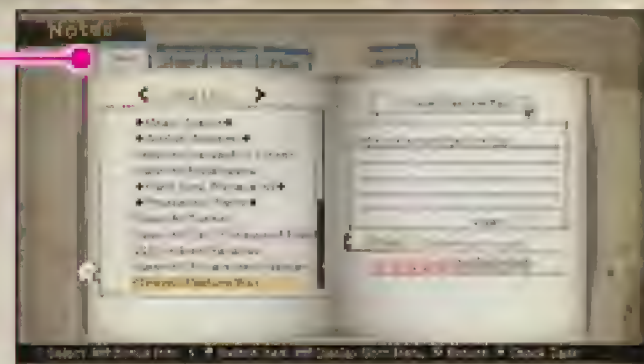
Current Equipment

Skill

Stats



Note Tabs



directional buttons	Move Cursor
L/R button	Switch Characters

⊗ button	Contemplate
L/R button	Switch tabs

You can view stats and skills, as well as check your current equipment from here.

HP: When this reaches 0, the character will be KO'd.

MP: This will be used to execute skills.

ATK: This is your attack power against monsters.

SPD: This affects turn order, evasion, and escape rate.

RES: This affects your resistance to elemental attacks in battle.

You can view what you currently need to do, your list of tasks, and your history.

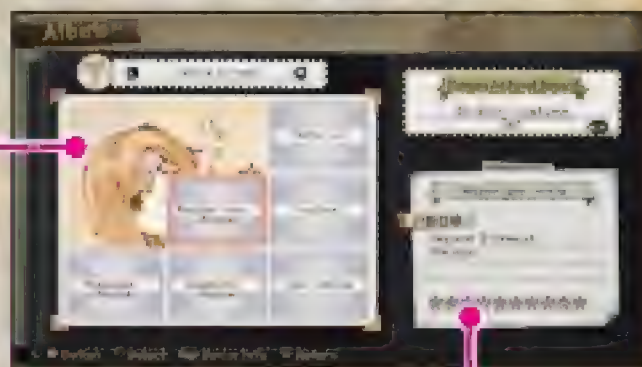
Goal: View what you currently need to do.

Task: View what has to be done to accomplish your goals. Deadlines and rewards may be listed, as well.

History: View what you have done so far, with the most recent entries first.

Flyer: View advertisements and flyers you found along your journey.

ALBUM



Panel

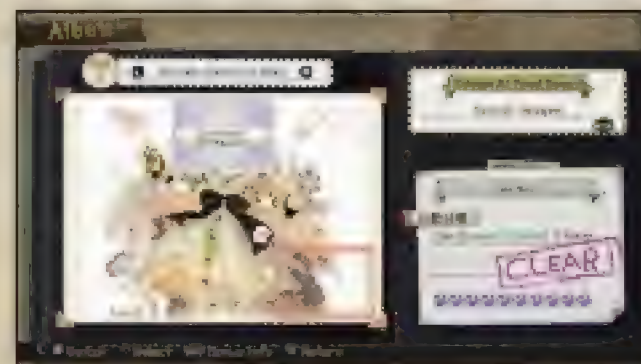
Mission

Each panel will open when the missions written on individual panels are completed. Once all panels are opened, you will be able to view bonus footage in Extra. You can also receive various bonuses.

Accomplish Missions

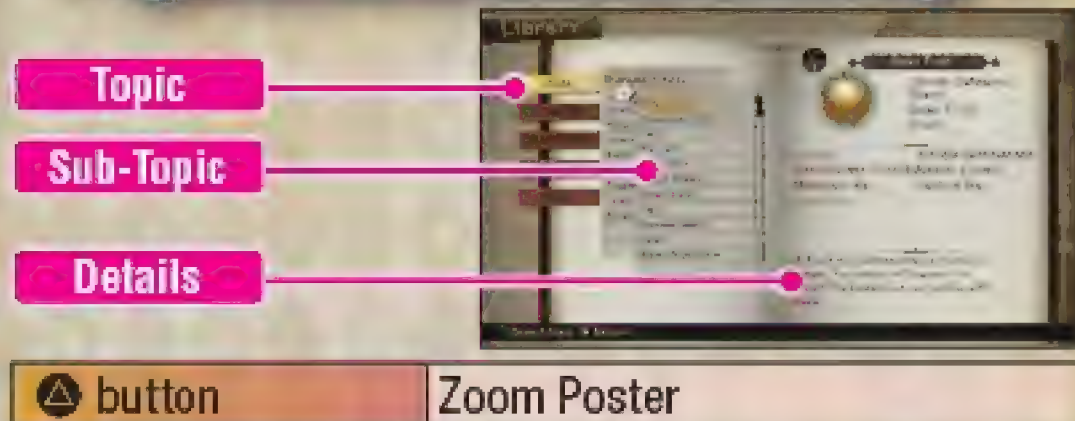
As you complete missions, you will be notified of your current stats.

When selecting Album from the Main Menu after completing a mission, the panel related to the mission will open. Changes to mission stats and panels will continue even when the game is cleared.



directional buttons	Move Cursor
SELECT button	Bonus Info
L/R button	Change Picture

LIBRARY



You can view various information. You will be able to view more as you progress through the game.

Item: View detailed information on items you've acquired.

Monster: View detailed information on monsters you've defeated.

Character: View detailed information about the characters and their backgrounds.

Poster: View the flyers you've acquired so far in your notebook (p.14).

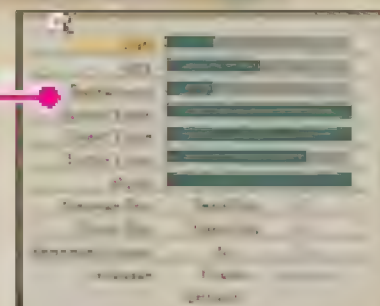
Help: View helpful information about different parts of the game.

OPTIONS

You can change speaker volume and adjust your screen.

Options

directional buttons ←→	Change
directional buttons ↑↓	Select
○ button	Done



BGM: Adjust the volume of in-game music.

SFX: Adjust the volume of sound effects.

Background: SFX peculiar to maps, like the sound of the wind.

System Voice: Adjust the volume of voices in the field.

Event Voice: Adjust the volume of voices during events.

Battle Voice: Adjust the volume of voices during battle.

Movie: Adjust the volume of in-game movies.

Skip Message: Set option to skip messages.

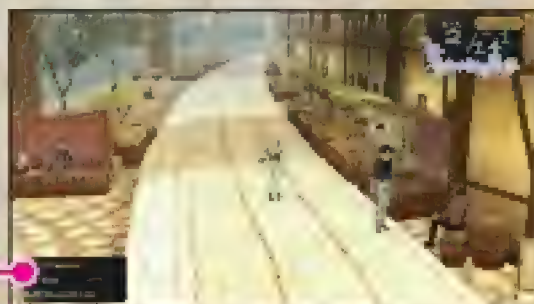
Skip Event: Set option to skip events.

Remember Cursor: Select whether to remember your cursor location during battle or not.

Language: Choose a language (English/Japanese).

Town

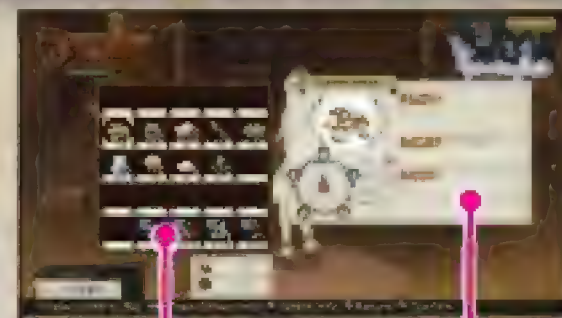
While in town, you can move around the field or press the R button to travel directly to a location you've visited previously.



Shortcut

left stick	Move Characters
⊗ button	Analyze/Talk
⊙ button	Jump
△ button	Menu
L button	Display Notebook
R button	Map Movement

SHOP



Product Lineup

Item Details

There are several shops in town where you can buy and sell items, or register synthesized items. Shopping will increase the Shop Level and the number of items you can register.

Buy: Buy items.

Sell: Sell items from your Basket or Container.

Register: You can register and buy items that Ayesha has synthesized. The item's price will change depending on its quality.

Buy Registered Items: Buy items that have been registered.

World

You can go to gathering areas around town to obtain materials and ingredients for alchemy synthesis. As you continue your journey, there will be more locations that you can visit. Also, moving through the World Map will always consume a specific number of days.



directional buttons	Select Destination
⊗ button	Confirm
△ button	Menu
L button	Display Notebook
R button	System

SEARCH



At gathering areas, you can fight monsters and gather items.

left stick

Move Character

⊗ button

Analyze/Gather

⊙ button

Jump

△ button

Menu

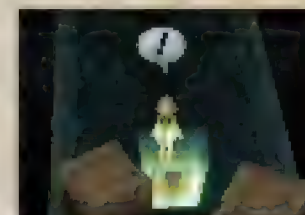
⊞ button

Swing Staff

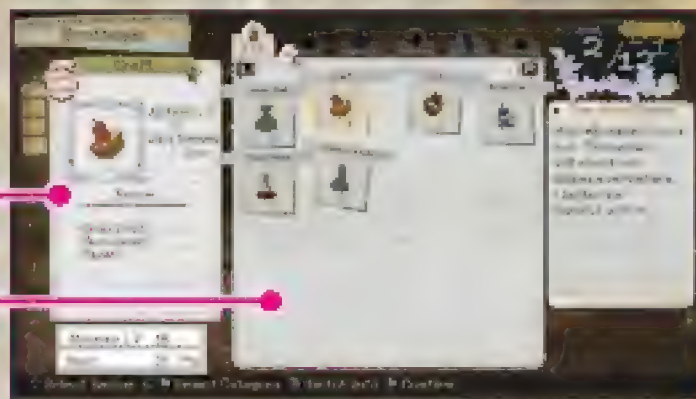
Field Pop-up

While exploring, you may find points like treasure chests or places you can gather water. There are various points at which you can access such pop-ups.

If you see the pop-up symbol, press the ⊗ button to examine it. (If it is a gathering point, you can start gathering.)



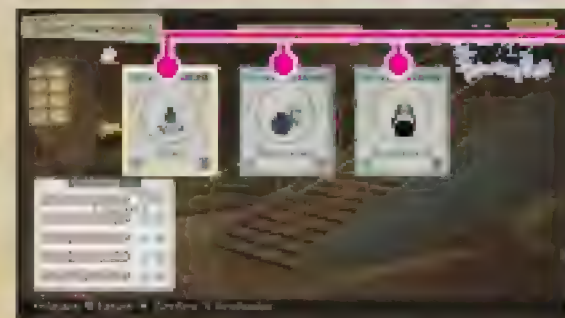
Synthesis



Recipe

Item List

CATEGORY



Synth. Category

directional buttons	Select Item
ⓧ button	Confirm/Fast-forward
⓪ button	Cancel/Skip
Ⓛ button	Switch Item Info
L/R button	Switch Categories

Accessing the cauldron will open up the Synthesis Menu. With synthesis, you can use ingredients and material items to create different items.

Items have a Synthesis Category. During synthesis, if you need a specific ingredient from a certain category like "Herb" or "Oil," the items that meet those specifications will be listed as ingredient candidates. Synthesis Categories can be checked from the Library in the Main Menu (p.16).

STEP 1 Select the Item to Synthesize

Select an item you want to synthesize from the list. An item can't be synthesized if the appropriate ingredients are not available, or if your Alchemy LV is still too low.

STEP 2 Choose Ingredients

Select an item you want to synthesize from the list. An item can't be synthesized if the appropriate ingredients are not available, or if your Alchemy LV is still too low.



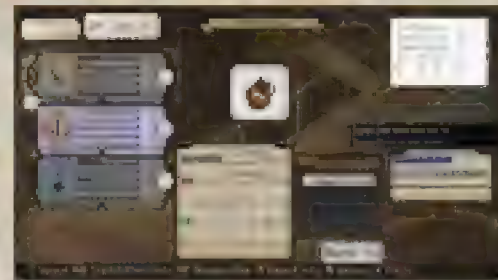
STEP 3 Choose Quantity

Increasing by 1 will use 1 more of each ingredient. Increasing the ingredients will increase the number of completed synthesized items, as well. Depending on the ingredient items selected, the number of items synthesized might be more than usual, as well.



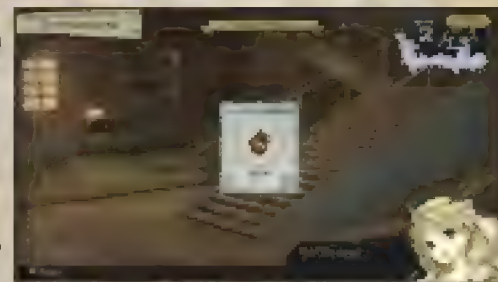
STEP 4 Select the Item's Ability

Depending on the items you chose to use, the quality, effects, and traits of the end synthesized item will change. If it shows up as "???", then it is still a mystery. You can discover new things as you use different ingredients.



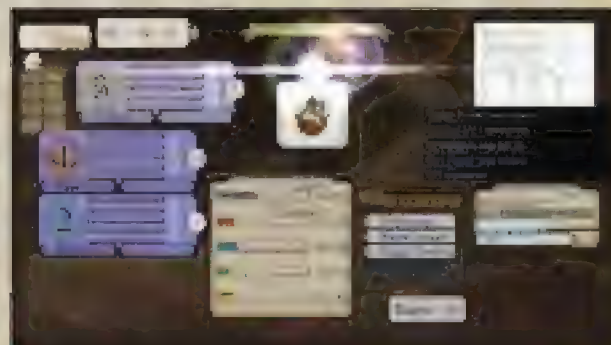
STEP 5 Days Passed and Results

The days required to synthesize the chosen item will pass and you'll obtain your synthesized item and Alchemy EXP. As you gain Alchemy EXP, your Alchemy LV will increase, and you will be able to perform harder syntheses, and obtain Synthesis Skills (p.21) to perform advanced synthesis.



MIX SKILL

Mix Skills are skills that either have passive effects on your syntheses once you've learned them, or that you can choose to use during a synthesis. The skills you choose to use fall under STEP 4 of a synthesis (p.20). By activating a Mix Skill, you'll be able to hold onto the traits that may disappear (for example, due to the combination of ingredients) if you were to put the ingredients in normally.



Synthesis Skill

- Without Haste:** You'll be able to choose the order you put the ingredients in.
- Apply Property:** You can apply one property onto the item.
- Power Pour:** You can put in an item without actually using it.

DORMANT FACULTY

Dormant Faculty



Dormant Faculty

These will be inherited from the ingredients. When you're synthesizing ingredients, you should choose the properties you'd want to pass on to the equipment.

Property

The properties for weapons or armor are a "mystery" when they are first obtained, and their abilities will not be displayed. To have the properties appear, use a Whetstone for weapons and a Dye for armor.

Battle

Battle Commands

Character Information



Turn Info

Battle Commands

Attack: Perform a normal attack.

Item: Use an item. Only Ayesha is able to use this command.

Skill: Use skills by consuming MP.

Move: Move and change location.

Flee: Withdraw from battle. May fail against faster or stronger enemies.

Whole Party KO'd...!?

If your party is knocked out, you will be forced back to the previous map point. It will not be Game Over, but it will consume a number of days.

directional buttons	Select
ⓧ button	Confirm
⓪ button	Cancel
⬆ button/⬇ button	Action Command
L/R button	Switch AC Character

ACTION GAUGE



A move made by an enemy or an ally will be reflected on the Action Gauge. The amount of space they move down the Action Gauge depends on the details of the move, and the distance to the enemy. The less they move, the faster their next turn will come around.

Skills or Items

There are skills that can lower the enemy's position on the Action Gauge, marking its turn come later, or have effects that'll knock back the enemy. Utilize these tactics to play out the battle to your advantage.

ACTIVE COMMAND

When you have two or more people in your party, you can use the Active Command by pressing the / button when you see a display like the one below. When the command is displayed for two characters, use the L/R button to change which character will use the command.



◆ Fill up the gauge to use the Active Command!



The Active Command can be used in the following situations:

- ◆ When attacking
- ◆ When being attacked

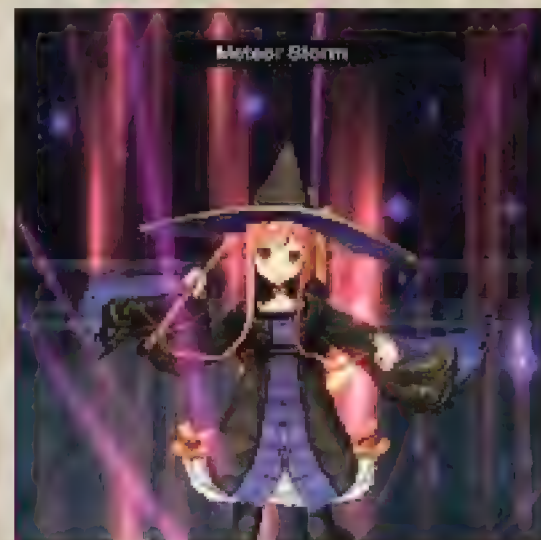
ACTION GAUGE



Ayesha's friends aren't able to use items, but in exchange, they can learn powerful skills that can be used by consuming MP. Skills can only be used in battle. Various characters will learn different skills, from ones that damage enemies to passive ones that bring benefits just from learning the skill.

Super Move

As characters' levels increase, they'll be able to use ultra-powerful Super Moves. To use them, you'll need to fill the Special Gauge to the max during battle.



◆ When the gauge is full, Super Moves can be used!

ITEMS



This powerful command can only be used by Ayesha. You will be able to use an item in your Basket to attack or heal.

Check your Item Usage Numbers!



An item can only be used once, so carry a lot of them with you. However, there is a limit to how many items you can carry in your Basket.

BAD STATUS

Damage from special attacks or items will sometimes cause status ailments, like Poison.

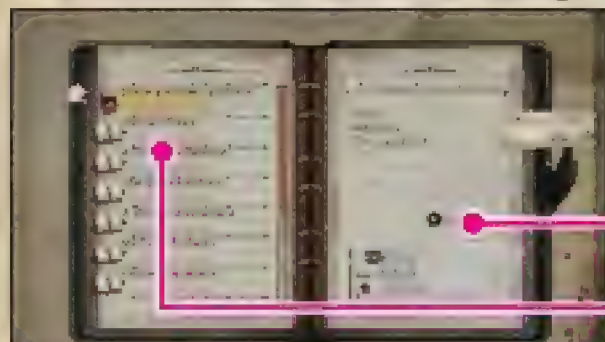
	Poison	Receive damage with every action.
	Hold	You won't be able to make a move, but you will recover HP when you receive an attack.
	Weak	Decreases all of your stats
	Blind	Decreases accuracy and evasion rates.
	Slow	Your turns will come around more slowly.

Memories

TRAVEL MEMORIES

The heroine, Ayesha, will have various experiences during her journey that will be added to her memories. From all of these memories, she'll be able to jot down the most memorable ones in her Diary and keep them strong in

her heart, pushing her spirit to go on toward the next part of her journey.



Entry

Details

Entry: View the entries you've obtained

Details: Details of the Diary. When an entry is recorded, key words will transform into Ayesha's writing.

STEP 1 Obtain a Memory

As you proceed through your journey, you'll naturally collect memories. The interactions among you and your friends along the way will become cherished memories.



STEP 2 Obtain Memory Points

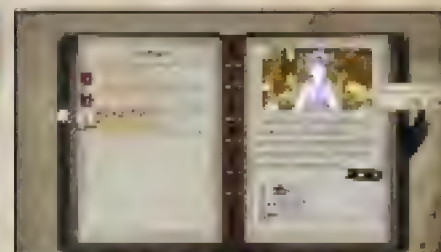
You will accumulate points from what you experience as you continue your journey. There are many ways to acquire points, so be as active as you can with everything.

STEP 3 Recording a Memory

By using Memory Points, you can record significant memories. Depending on the recorded entry, you may gain a bonus that will be useful on your journey.

STEP 4 Reading the Diary

You can read the memory jotted down in the Diary. You may be able to see things not shown in the story, like Ayesha's emotions at that time.



FUNNY FESTIVAL

Periodically, several events will be hosted in a big town that will appear in the storyline. Each festival will have an effect on the progress of the game, so join in if you have the chance.

Bazaar

The Bazaar is held once a month for a fixed period of time. You might find rare items for sale, and Ayesha's friends may open up shops, too.



Contest

A contest is held once a year in the same town that holds the bazaar. In this contest, people enter prized items and compete for the highest score. Ayesha is able to enter as well, and if she wins, you'll receive prize money and a supplementary prize.



RESCUE SISTER

Reunion

Ayesha's goal is to find her missing sister, Nio. Whether or not she'll be able to safely find Nio is up to you. Additionally, finding Nio will not clear the game. You will be able to journey together until you decide to return home.



Dressing Room

As you progress through the game and obtain clothing or items, you will be able to change into them in the Dressing Room.



The Dressing Room can be found by selecting "Dressing Room" on the Title Screen. You can also select "Dressing Room" from the Diary at various locations. Once you change in the Dressing Room, you can continue the game wearing new items from your wardrobe.

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